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ABSTRACT

Ten games from non-Western countries are described, and directions for making the boards and pieces are given. Elementary-grade students can play all the games and one game can be played by preschoolers. Most involve moving pieces on a board in order to block or eliminate the opponent's pieces. The descriptions include comments about the makeup of game pieces in their native countries. For example, a Hawaiian game contains pieces usually carved from lava rock, and a Chinese game played by royalty would have contained ivory pieces inlaid with gold and jade. Other countries which the games represent include Korea, India, Japan, and New Zealand. To use the games in the classroom, one needs a hand drill, countersinks, masking tape, and sandpaper, as well as flat pieces of board and marbles or similar baubles. Diagrams of each game's lines are provided so teachers can cut them out, tape them to a board, and drill holes at the proper points. (AV)

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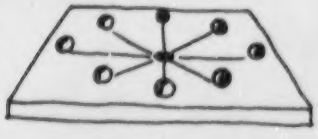
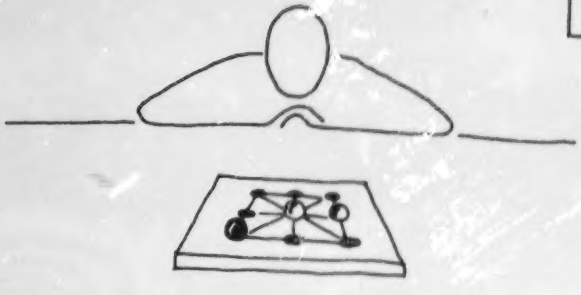
YOUR MOVE!





SO 009 482

A manual on

How to make and play some popular non-western games for the elementary classroom.

The Center for Open Learning and Teaching
178 Tamalpais Road
Berkeley • California 94708

By Ray Nitta

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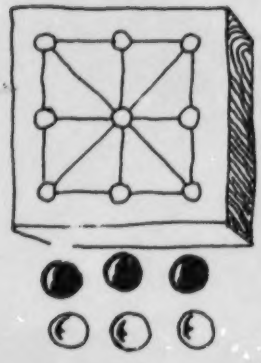
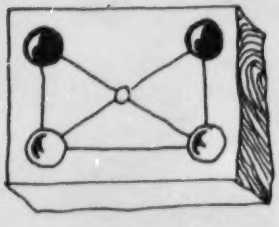


Achi -- Ashanti

Children usually scooped out holes in the ground and used pebbles for markers. It might be fun to introduce the game this way.

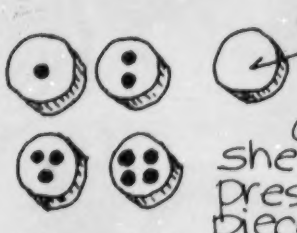
To play: The markers are placed on the board in turn one at a time. When all 6 markers are placed and if one yet doesn't have 3 in a row, the pieces are then moved (in turn) along any line to the next empty point (no jumping). The object being to get three markers in a row.



Pong Hau K'i -- Korea

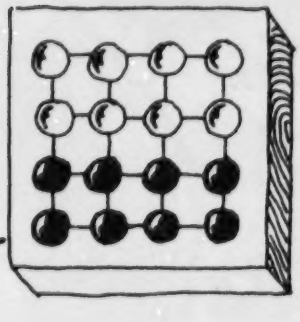
This is a good introduction to learning these types of games. A very simple but interesting game for preschoolers and up. The number of possible moves are minimal (two at the most) and the rest are forced moves.

To play: The board is set up as shown. Black starts. The markers are then moved in turn to any empty point along a line. The object of the game being to block the opponent so that she/he cannot move.



Lu-Lu -- Hawaiian

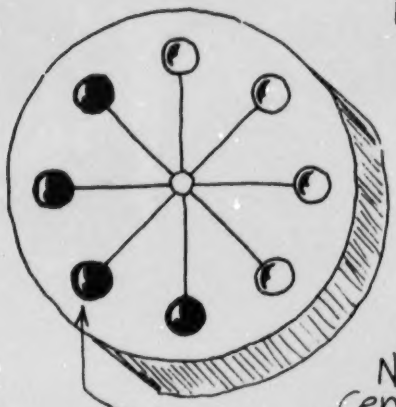
Usually carved from lava rock the game pieces can also be made from bone, wood, shell or clay. An excellent counting game for the preschooler, the game is played by shaking the pieces in the hand and throwing. (One side of each piece is marked and the other side blank). Each player throws in turn and keeps throwing and adding points as long as they come up on the marked sides. Each piece that comes up on the blank side is forfeited until the player forfeits all the pieces and passes his turn. If a player throws the pieces and all 4 of the pieces land with the marked side up the player gets to count that as 15 points. The first player to reach an agreed number wins.



Nei Pat Ko No -- Korea

One of my favorites.

To play: The board is set up as shown. Black moves first. The pieces capture by jumping over one of their own pieces onto an opposing piece on the point immediately beyond. When not capturing the pieces move along any line to an empty point. The object of the game is to completely capture or block the opponent.

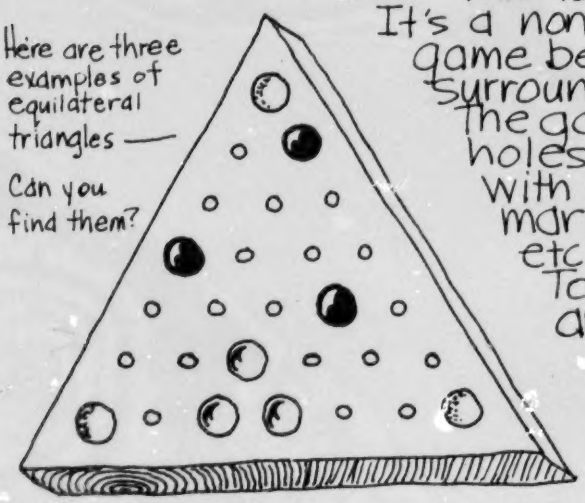


Mu Torere -- New Zealand

Here is a nice simple game with a subtle complexity that will appeal to the beginner as well as the game freak. To play: The markers (four apiece) are placed on the board as shown. Black starts, there is no jumping, and only one piece can occupy a point or center (called "Putahi" by the Maori) at one time. Movement is from point to adjacent empty point or from point to center. Note: Whenever you go from point to center (putahi) that playing piece must have one or two opposing pieces adjacent to it. For example, this piece cannot go to the center because it is not flanked by an opposing piece. (get the idea?) Also note that it would automatically end the game since black would be unable to move. Anyway... the object of the game is to somehow do that, block the opponent so that she/he cannot move. Try it, it's fun!

Dozo -- Japan

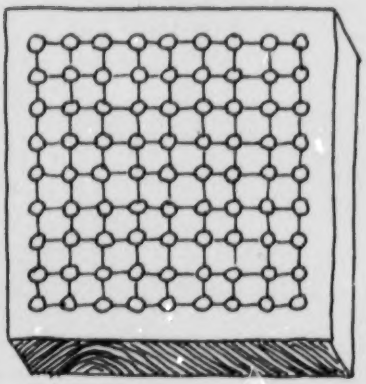
This is a strange, fascinating game. It's a non-aggressive, non-strategy game best played outdoors in quiet surroundings.



The game consists of a board with holes set in a triangular pattern, with four sets of different colored markers (for example: 7 blue; 7 white; etc.)

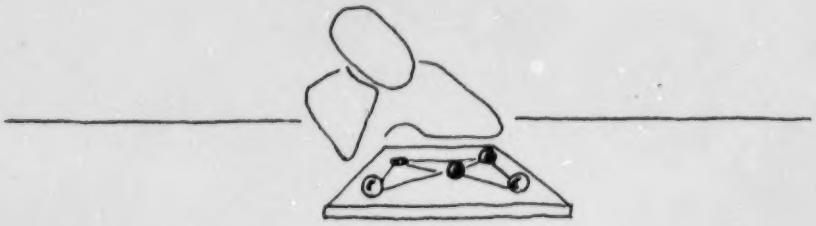
To play: The markers (any color) are placed one at a time any place on the board in alternate turns of play.

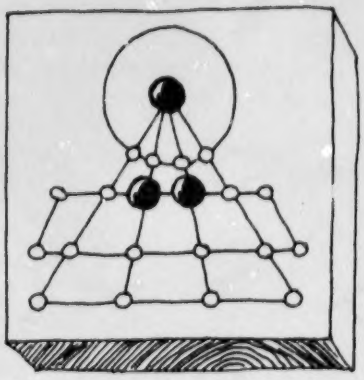
Basically what happens is that you try to simply get a safe move being one that doesn't set up two markers of the same color in such a configuration that your opponent simply places a marker that forms the third point of an equilateral triangle. That being the object of the game — to get on your move the 3rd point of an equilateral triangle of any size but of the same color. You'll find that your traditional competitive mind set has to be altered somewhat to play this — try it!



Go-Moku -- Japan

Go-Moku which literally means "five stones" is a childrens version of the intellectual I-Go.
To play: Each player has a number of markers which are placed on any intersection of the board in alternate turns of play. The first person forming a contiguous line of five in a row (name of the game) horizontally, vertically or diagonally, wins the game. Simple, huh!
Note: You'll find that a line of three in a row open on both ends has to be blocked or the next move will give four in a row with both ends open and an automatic winner. Once you've mastered this game and are itching for something more stimulating — grab a person who is a Go-player and learn I-Go, a board game considered by many to be the ultimate strategy game developed by human beings.

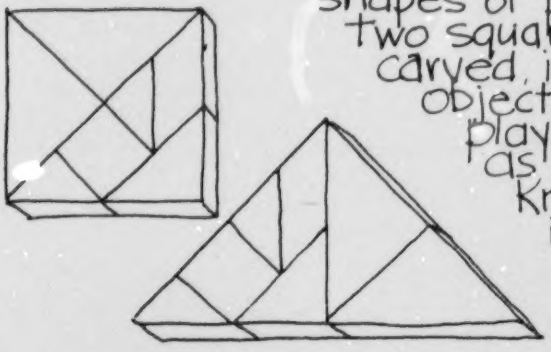




Pulijudam -- India

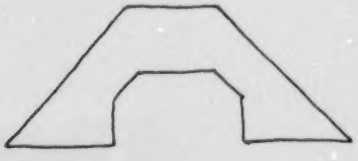
This game is interesting in that the two players have not only a different number of game pieces, but also completely different objectives.
To play: One player has three tigers. The other has 15 lambs. The tigers are placed on the board as shown. The other player places the 15 lambs on the board at any intersection; alternating with moves of the tiger. The tigers try to jump over the lamb removing them from the board. When not jumping the tigers moves are like those of the lamb, from point to empty point along any line. The object of the game: the lambs try to surround the tiger and render them immoveable. The tigers try to eat all the lambs.

Chi'i Shiso Pan -- China

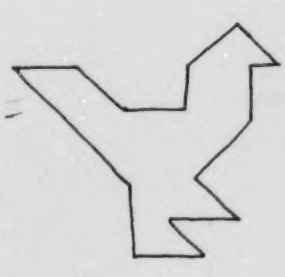


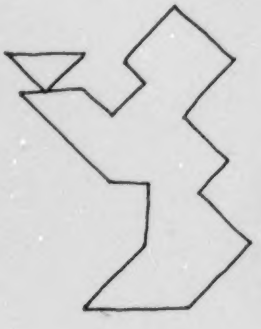
Usually made of small shapes of pierced ivory, the pieces form two squares that fit into a box. Hand carved, inlaid with gold and jade, the objects, works of art themselves, were played with by royalty as well as by the peasant.

Known in the west as "tangram" it is both game and puzzle. Various geometric shapes can be constructed with the 7 pieces of which the square and the triangle are but two of the hundreds of fascinating silhouettes that can be formed.

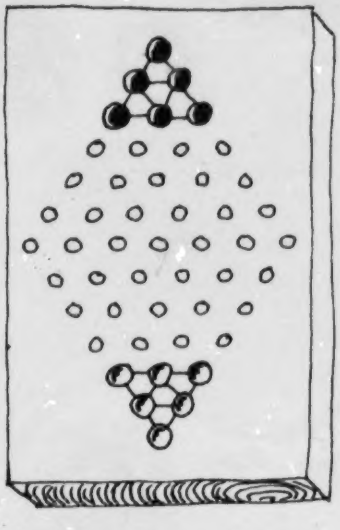


Here are some traditional shapes 5





Can you fit the blocks together correctly to make these shapes?!



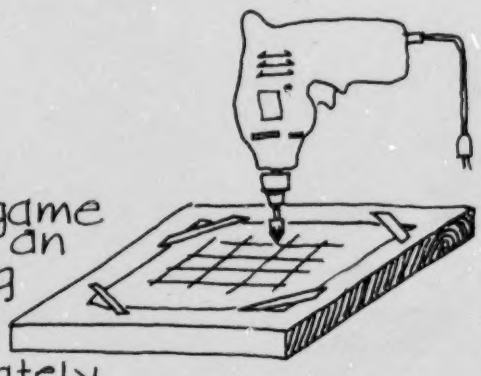
Mini Chinese Checkers -- American

This game is a modification of Chinese Checkers, which has an American copyright (1920). I am including it because of its purported origin and also because of its popularity among westerners. It was given an Asian name probably because of the fascination with, and popularity of Asian games... an indication of how cultures can be exploited for commercial purposes.

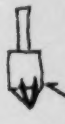
To play: Set the board up as shown. The movements are similar to checkers except you do not... Aw! Come on! You know how to play this — if you don't, ask a kid to teach you how!

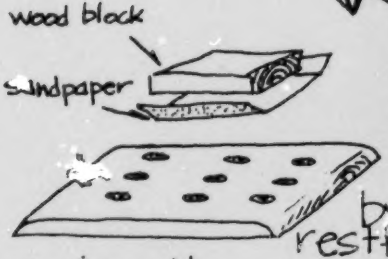
Each game has its own diagram and instructions for making it.

Some tools you may need:
1. electric hand drill
2. counter sink ½" and ⅝"
3. tape (masking)
4. Sandpaper



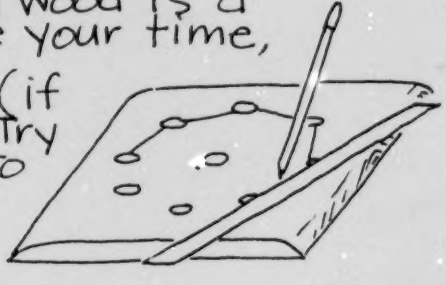
① Cut out and tape the particular game diagram, you wish to make, to an appropriately sized board. Using the hand drill with a countersink attached. Drill each intersection approximately ½" deep or where the bevel is on the countersink.

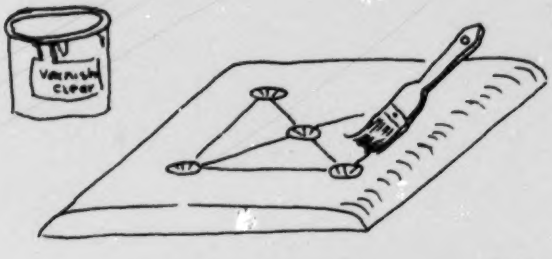




② Make a sanding block and sand with the grain using a #80 grit sand paper to round the edges and to remove deep scratches. Now use a #120 to remove and smooth marks made by the #80. Sanding wood is a restful meditation. Take your time, enjoy it.

③ Use a fine tip felt pen (if needed) to mark the game lines. Try not to hesitate as the wood tends to absorb the ink causing blots.



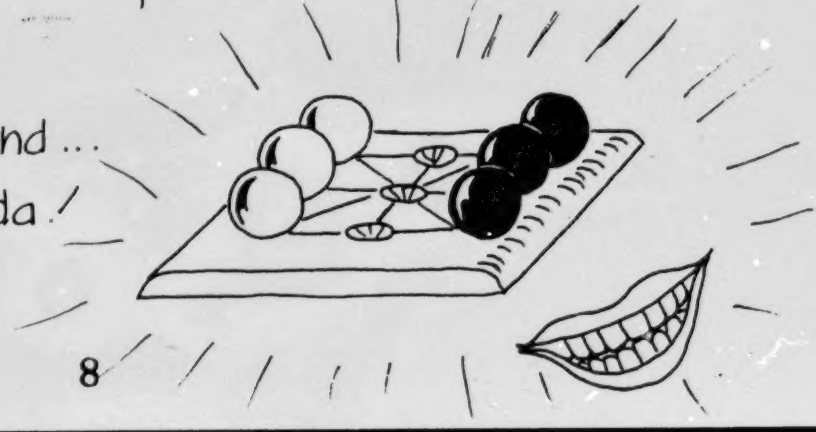


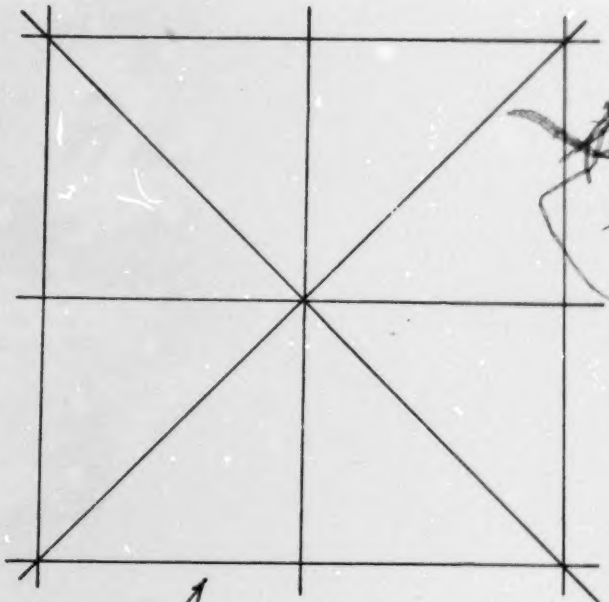
④ Put on a nice clear coat of varnish or oil to bring out the color and natural beauty of the wood.

I use Varathane plastic oil sealer— it seals, stains, and protects.

Add some nice colored baubles and...

Ta-da!



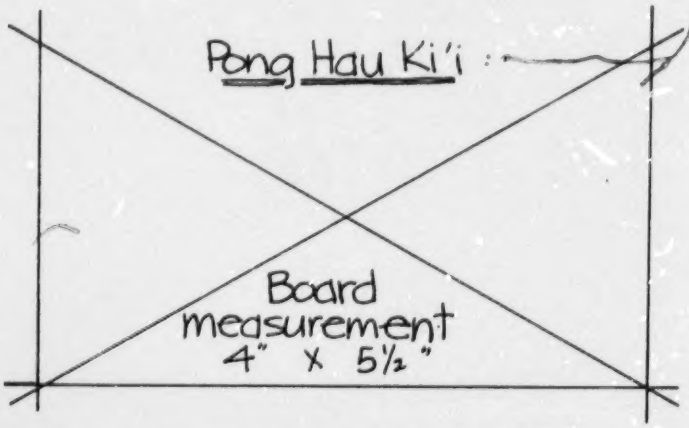


Achi:

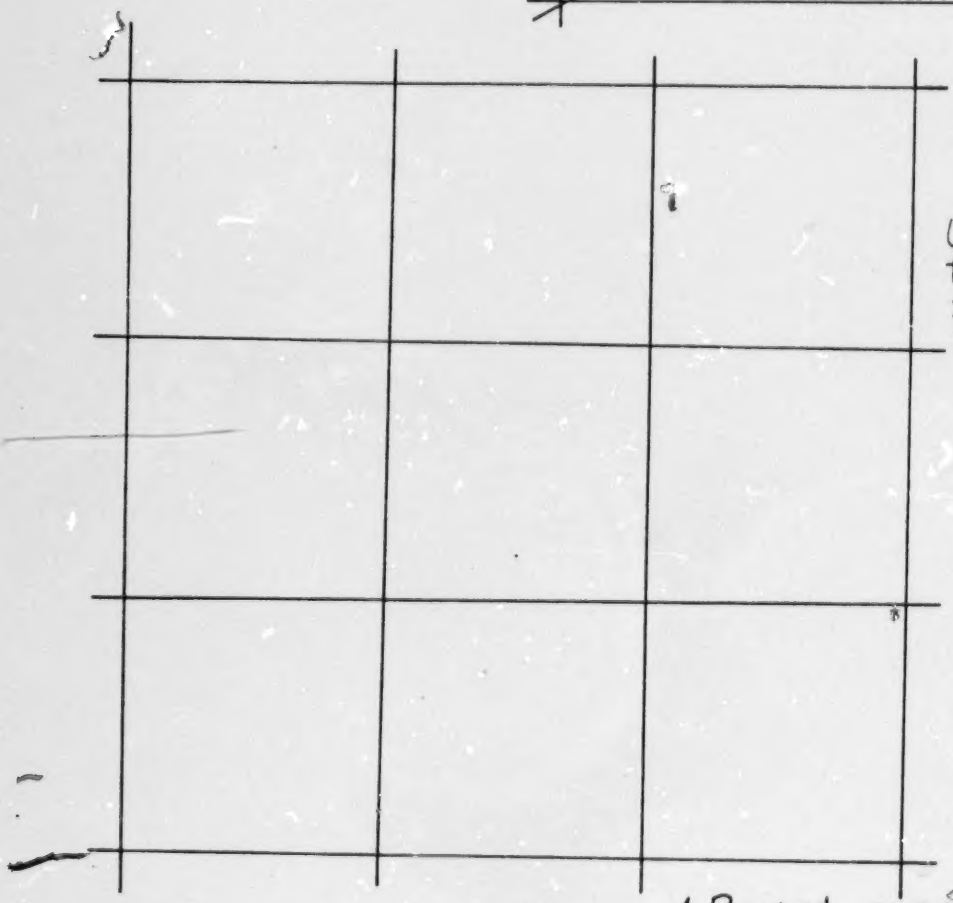
Board measurement
5" x 5"

Cut out diagram to be used. Tack or tape diagram to board and drill all intersections with a 5/8" countersink about 1/2" depth.

Pong Hau Ki'i:



Board measurement
4" x 5½"



Use a felt tip pen to scribe the lines.

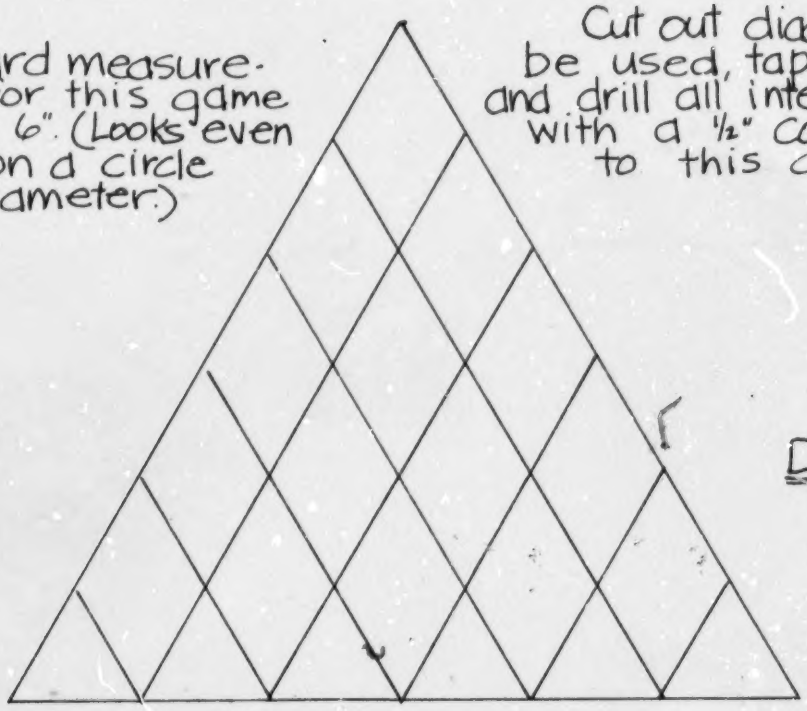
Nei Pat Ko No

Board measurement
6½" x 6½"

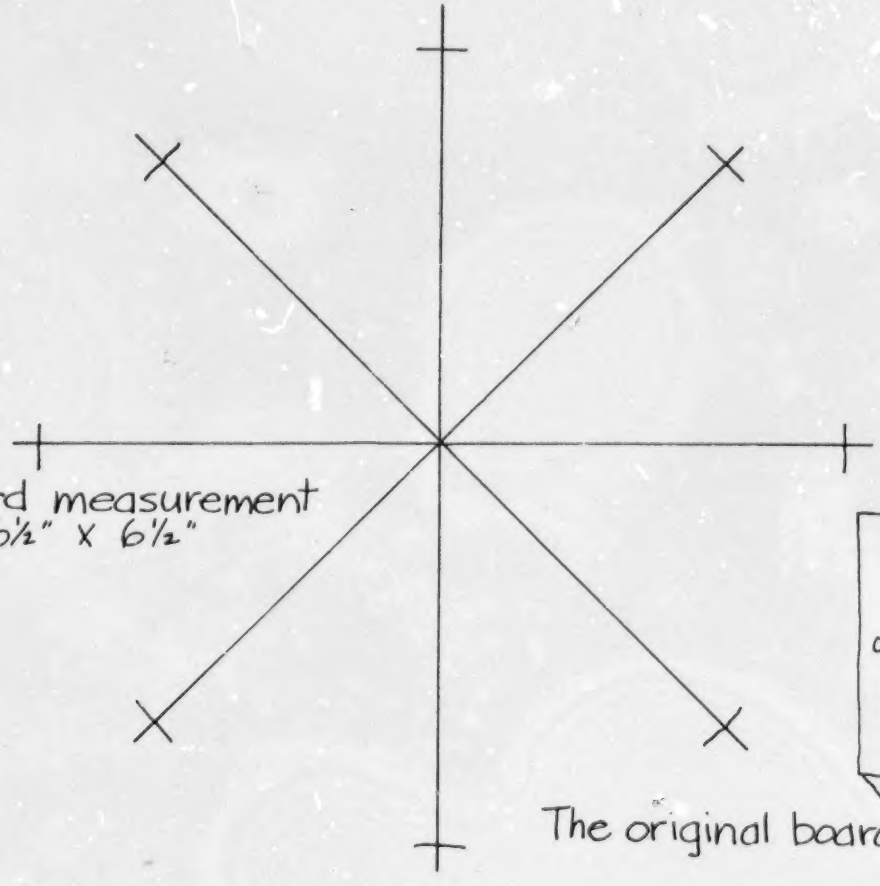
The board measurement for this game is 6" x 6". (Looks even better on a circle 6" in diameter.)

Cut out diagram to be used, tape to board and drill all intersections with a ½" counter sink to this depth.

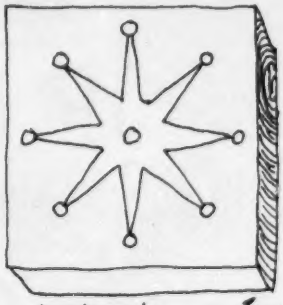
Dozo



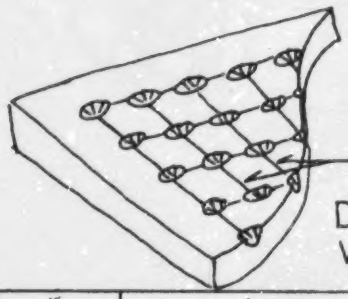
Mu Torere



Board measurement
6½" x 6½"



The original board looks like this



Draw grid lines with felt pen.

Tape diagram to a 9½" x 9½" board.

Use ½" countersink and drill about so

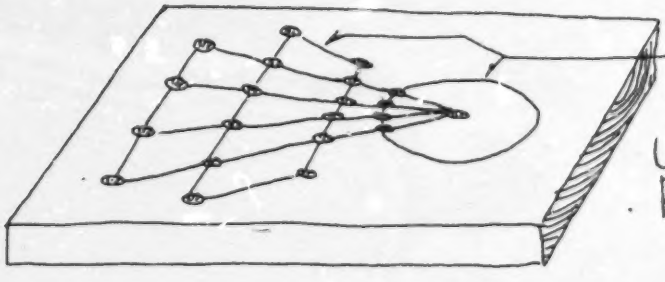
Board measurement
9½" x 9½"

Go Moku

Use ½" Countersink and drill all intersections to about here

Diagram for:
Pulijudam

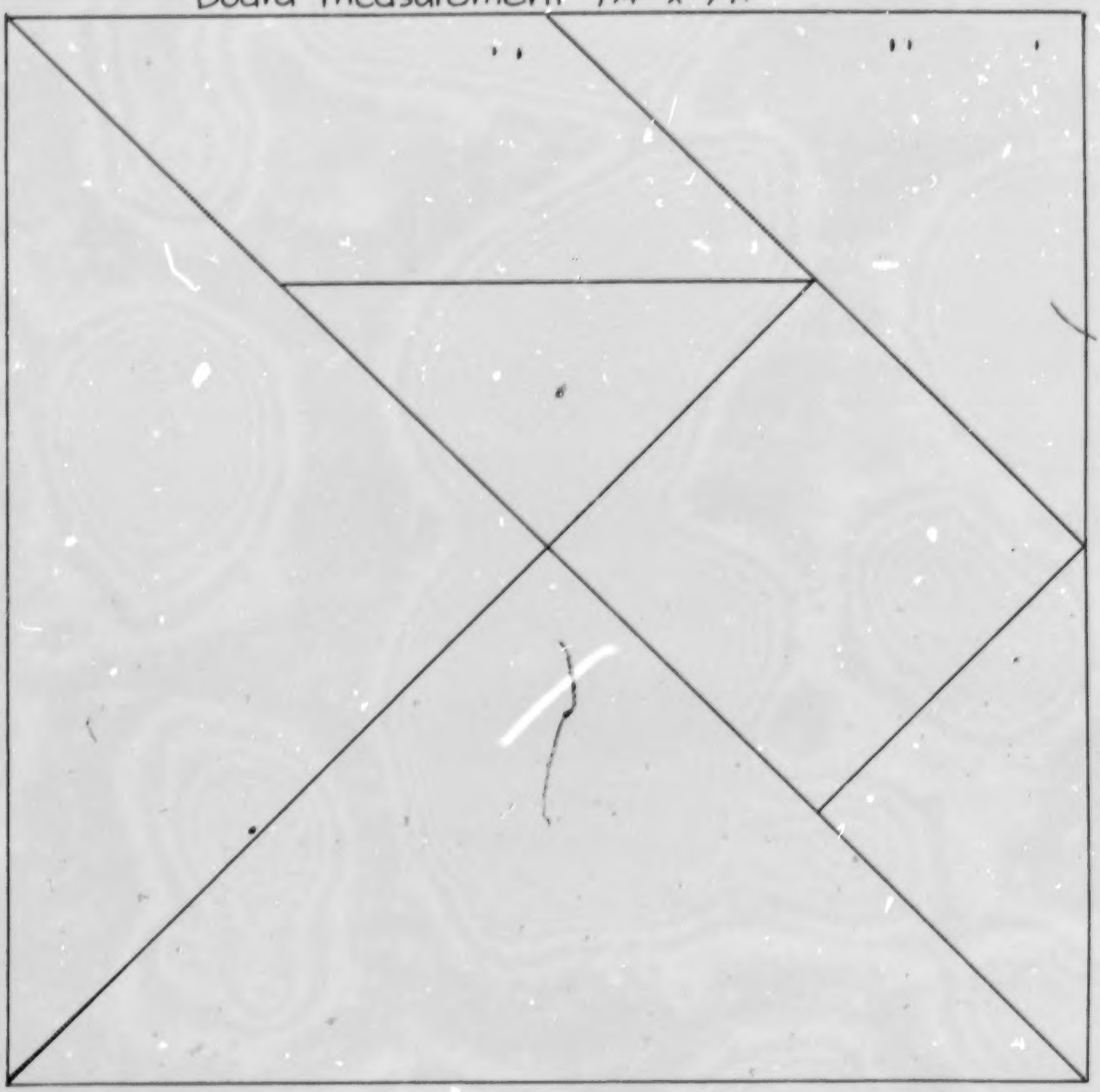
Board Measurement
8" x 8"



Use a felt tip marker pen to mark the lines.

Use carbon paper to transfer this diagram to a board. Cut along the lines.

Board measurement 7¼" x 7¼"



Chi Shiso Pan

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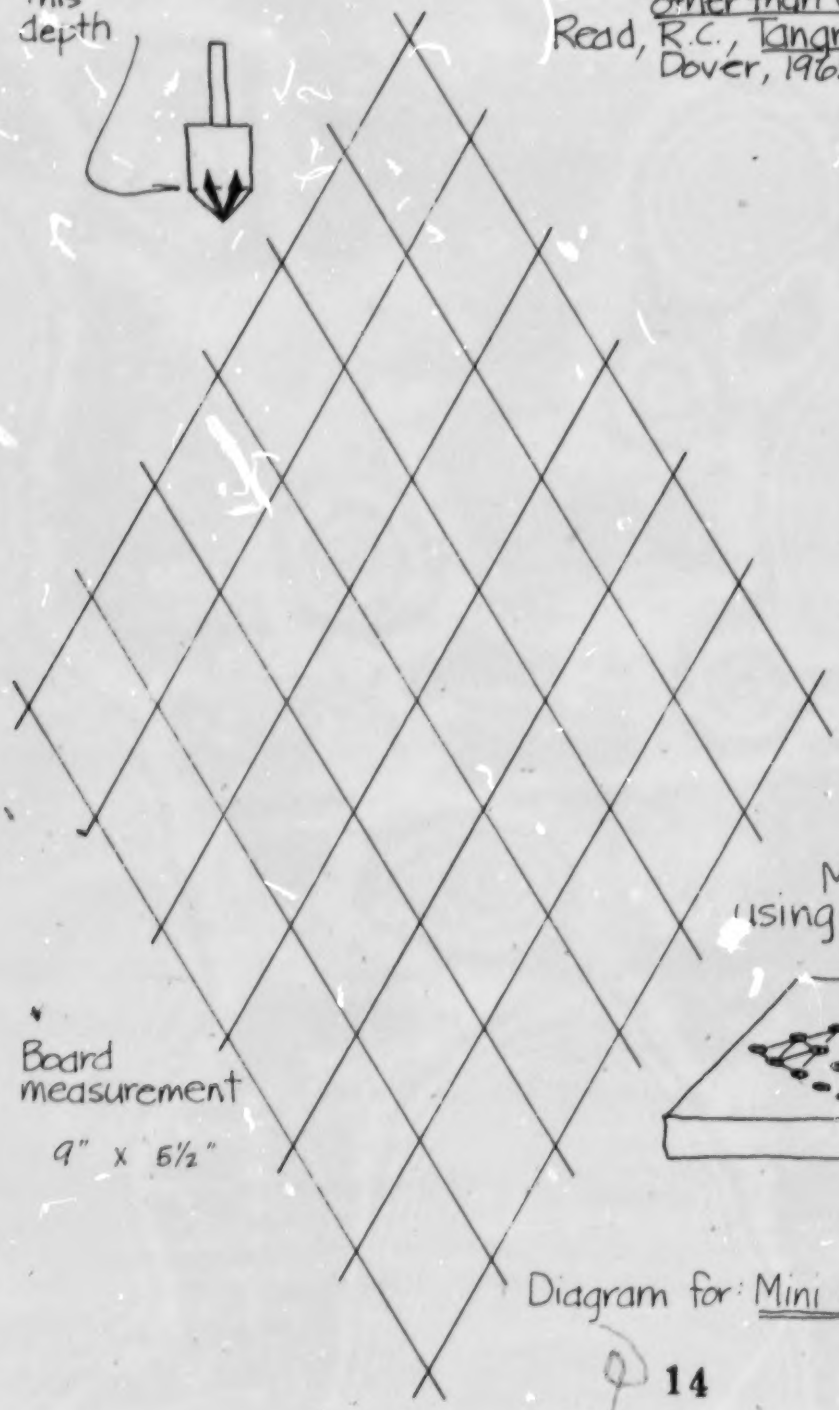

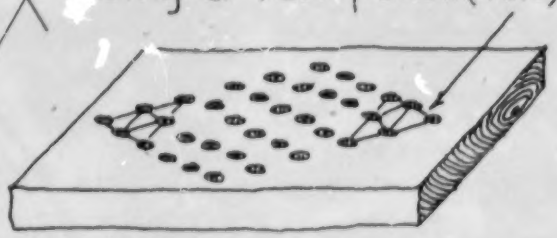

Diagram for: Mini Chinese Checkers

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